



MURAMASA

REBIRTH

INSTRUCTION MANUAL



Table of Contents

Story & Character Profiles.....	1
Controls.....	2
Getting Started.....	3
Stages & Story Flow.....	3
Screens.....	4
Battle Actions.....	5
Menu Screens.....	6
On the Road.....	7
Journey Essentials.....	9

Story

Countless Demon Blades are strewn about the world. Once one of these blades is drawn from its sheath, they immediately begin thirsting for blood.

Exposed to the blood of those overcome with malice and spite, even the most blessed of legendary blades will eventually be turned to evil and become what are known as Demon Blades. Those who foolishly choose to wield these blades are soon overcome with thoughts of killing and wanton slaughter, and are eventually driven insane before their lives come to an often violent end.

It is the Genroku period of Japanese history, during the reign of the shogun Tsunayoshi Tokugawa, that a demonic presence threatens to destroy the peace and prosperity of the country. As the hate, greed, doubt, and malice of those contending for the possession of one of the cursed Muramasa blades builds, goblins, monsters, and other creatures of evil begin to appear throughout the nation. Such is the chaos that even the king of the dragons and the gods themselves are forced to intercede. What fate awaits those doomed to wield the mightiest of the Demon Blades?



Momohime

A Princess of the Narukami Clan

A young woman whose beauty is often compared to that of blossoming flowers or freshly-fallen snow.

Having been possessed by an evil spirit, she can only watch helplessly as her body acts on its own.

After leaving her family's castle, she is presumed missing by all those close to her.

Kisuke

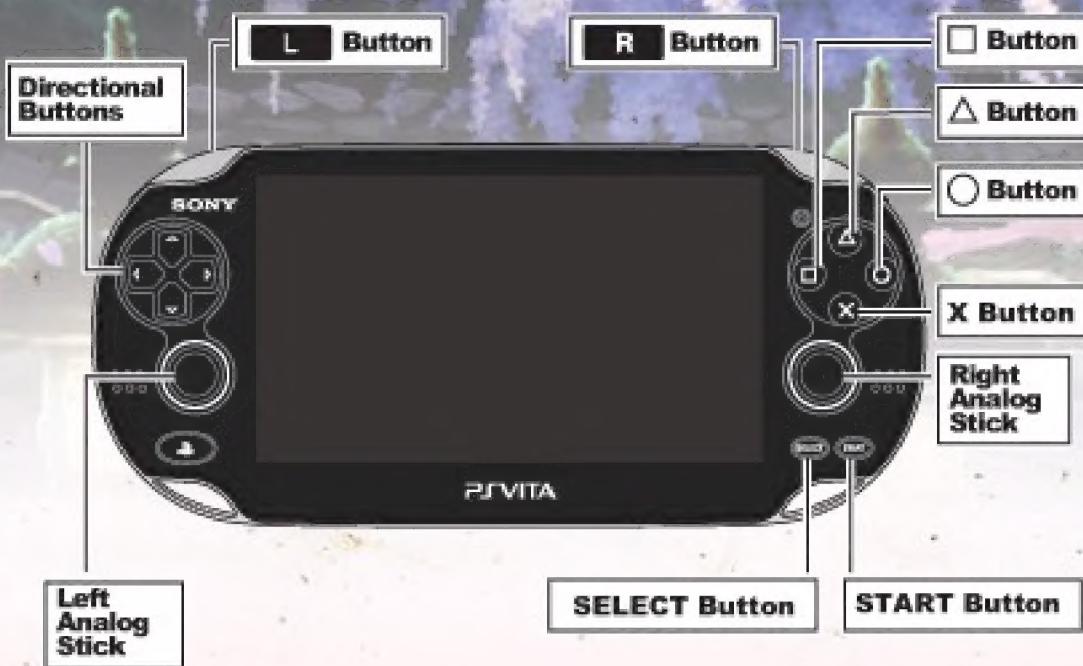
A fugitive ninja playing hide-and-seek with death.

Having lost his memory, Kisuke has no idea why he betrayed his fellow ninjas or how he ended up in his current plight. Despite his amnesia, a powerful impulse to obtain the most powerful of the Demon Blades drives him into increasingly more violent battles.

Character Profiles

Controls

In order to make the game as enjoyable and frustration-free as possible, please be sure to familiarize yourself with the controls before diving into the game. (As always, the inputs performed with the buttons of the PlayStation®Vita system affect the actions experienced in-game).



Menu Screens

Move the Cursor / Make a Selection	Directional buttons / Left stick
Confirm	X button, □ button
Cancel	○ button

Action Screens

Move Character	Left stick
Jump/Double jump (tap twice) /Inspect/Talk	X button
Crouch (hold down)/Descent (Do not hold down)	Down on the left stick
Attack/Inspect/Talk	□ button
Secret Art	○ button
Switch blades	△ button
Display map	SELECT
Use an item	Down button on the directional buttons
Switch items	Left or right button on the directional buttons
Display Menu screen	START

NOTE: Please refer to the "Battle Actions" section for more information regarding the different actions you can perform.

Getting Started

Choose Your Play Style and Protagonist

First, select the game play mode and character you wish to play as. You can also change the game play mode every time you start a play session using previously saved game data. Also, a single piece of save data will allow you to proceed with the stories of the two protagonists at any given time.

Play Style

"Legend" mode is for those new to action games and allows them to easily perform complex attacks and combos with the mash of a button, while "Chaos" mode is for more advanced players looking to put their combat skills to the test.



Protagonists and Their Stories

In Muramasa Rebirth, you can choose from two stories: Kisuke's tale, "Ninja Scroll of the Demon Blade", or Momohime's story, "Pandemonium of the Oboro Blade." You can start with either one without fear of missing anything.



Story and Story Flow

Stages of the Story

This game takes place in ancient Japan, Edo-Genroku Period. In the main road map where the two protagonists will proceed through, you can find areas where villages/cities and byways that connect nations are as well as areas where enemy bosses and powerful monsters lurk.

Back roads • Villages • Cities

In addition to the main roads of the country, you will also be passing through towns and cities as well as travelling the back roads and hidden paths. It is in these places that you can talk to people to get information, buy items and foodstuffs, or enjoy a nice sit-down meal to recover your health.



Enemy Boss/Cave of Evil

In certain areas, you will come across a shrine gate that will lead to a boss. Also, while travelling, you will come across sealed caves in which lurk powerful monsters. To break through the seal, you will need a Demon Blade whose color attribute matches the barrier blocking the entrance.



Screens

Battle Screen

The battle screen displays the following information.

① Candle of Life

Shows the protagonist's current level of health. When it burns out, your character dies and you will have to start from the beginning of the current stage. You can replenish your health by using recovery items or eating some delicious food.

② Level

Shows your character's current level. You can obtain experience points by defeating enemies and once you accrue a determined number of points, you will gain a level, which will make your character stronger. Every time you gain a level, your character's health will be completely restored. Check the red gauge to see how many points you need to make it to the next level.

③ Currently Wielded Blade (Spiritual Energy Gauge)

Displays the name of the Secret Art of the currently equipped sword as well as how much Spiritual Energy you have accumulated.

④ Equipped Blade (Blade Gauge)

Shows the condition of the currently wielded blade. You can also confirm the recovery rate of any broken swords as well by checking the red gauge level; once a blade has fully recovered the gauge will turn blue. You can have up to three blades equipped, but you can only use one at a time. You can change which swords you have equipped through the Equipment option in the Menu screen.



⑤ Equipped Items

Displays the currently equipped item. You can switch between items by pressing left/right on the directional buttons. You can set/change items through the Item Shortcut option on the Menu screen.

⑥ Items

When you acquire a new item, it will appear here along with the number of that item you have.

⑦ Souls

When you defeat an enemy, they will leave their soul behind. You can also find Souls scattered around as you travel. Any Souls that emerge in battle will automatically be absorbed by your character. Obtaining Souls will replenish your blade's Spiritual Energy as well as used to forge new blades.

⑧ Money

Shows your character's current funds. Currency is found in two denominations: Ryo (large) and Mon (small).

Battle

Outbreak of battle

When an enemy or enemies appear, an exclamation mark "!" will be displayed in the middle of the screen and a battle will begin. Battles will not normally end until you've defeated all of the enemies on screen, but depending on the area you're in or the type of monster encountered, the fight may be cut short after a pre-determined amount of time, or you can simply ignore them completely and move on to the next area.

Wielding Swords

You can use your sword to inflict damage on enemies using the square button. Repeatedly pressing the square button will allow you to perform a number of combos. You can also attack enemies while jumping.

Blocking

Holding down the square button will allow you to block enemy attacks. Taking hits from foes while blocking will minimize the damage taken from their attacks.

Deflecting Projectiles

Projectile weapons such as throwing stars and knives can be deflected back towards the user by striking them with your sword. If the projectile is successfully launched back towards an enemy, it will inflict damage to them.

Low Slash

You can perform a low slash by pressing the square button while crouching. Because normal attacks will not connect with an enemy that has been knocked to the ground, mastering low slashes is essential for finishing off fallen enemies.

Charged Slash

While crouching, hold down the square button and then release it to perform a powerful charged slash. These powerful attacks are especially effective against samurai and other enemies that take up defensive stances. They are also good for building your hit counter as they strike multiple times per attack.

Rising Slash

Push up on the left stick while pressing the square button to perform a rising slash. Rising slashes are good for launching an opponent into the air in order to extend a combo or to attack enemies that are already airborne (jumping, etc.).

Dash Attack

By pressing the left stick quickly to the side, you can perform a quick-hitting dash attack. You can perform up to three dash attacks in a row.

Diving Thrust

Quick Draw Attack

By moving the left stick downward while in mid-air and then pressing the square button, you can perform a devastating diving attack.

Secret Arts

Pressing the circle button will unleash the Secret Art hidden within your currently equipped blade. Every blade has its own unique Secret Art, but all are capable of inflicting incredible damage while consuming Spiritual Energy. In order to use a blade's Secret Art, you will need to have a certain amount of Spiritual Energy available.

Spiritual Energy (Broken Blades, Switching Blades)

Each blade is infused with a set amount of Spiritual Energy which is consumed every time you block an enemy attack or use a Secret Art. Once the Spiritual Energy gauge is empty, your blade will shatter. When that happens, be sure to change blades by pressing the triangle button. Broken blades will regenerate once returned to their sheaths, and you can speed up the process by collecting the souls of the fallen.



Menu Screens

Map

The main map shows the whole of Edo-period Japan. Once you have visited a province, you will be able to view a map showing its main roads. Obtaining a map of each province will allow you to see more detailed information about it. The above diagram explains the icons used on each map. For more information, please refer to "On the Road".



Item Shortcut

You can set up a shortcut to quickly access items during battle. Equip up to five items in the Item Shortcut menu. After selecting a slot displayed on the left, select an item from the inventory list on the right, then press the X button to register the item into the selected slot.



Equipment

You can change your character's equipment in the Equipment Menu option. You can equip up to three different swords (top three slots) and one type of accessory (bottom slot). After selecting the accessory and blades you wish to use from the right side of the screen, press the X button to equip them to the appropriate slots on the left side of the screen.



Forge

You will obtain a new Demon Blade each time you defeat a boss. As you progress through the story, you will unlock the ability to forge more powerful blades. There are one hundred eight blades available in the game, with some of them requiring that they be forged only by Kisuke or Momohime.



Abilities

Choose this Menu option to check on your character's current level, abilities, equipment, play time and amount of money they have on hand.

Settings

You can change play style, or disable voices here. The "Controls" option will allow you to customize the game's button configuration.

On The Road

Shrines / Hot Springs

Shrines with a luminous blue glow mark save points in the game. By pressing the X button, you can save your current game as well as fully restore your Candle of Life and Spiritual Energy. You can create up to five different save files, and selecting a slot in which a game has already been saved will overwrite the data. Select the "Resume Game" option from the title screen to continue a previously saved game.

There are a number of hot springs hidden throughout the country. Visiting one of these baths will restore your Candle of Life and Spiritual Energy. Be sure to keep your eye out for a special someone who will lead you to these relaxing pools of water.

Souls

The Souls required to forge new blades cannot only be obtained by defeating enemies, but also can be found secreted along the many roads you must travel. In addition to being used as raw material for making new blades, these Souls will also replenish your Spiritual Energy so be sure gather as many of them as possible.



Treasure

By pawing through baskets and investigating the illuminated spots you might see while exploring, you will be able to obtain many useful items. And if you see a treasure icon displayed on the map, be sure to thoroughly search the indicated area.



Shrine Gates / Barriers / Caves of Evil

Beyond the blade icon that indicates your destination is the area where a boss enemy awaits. Once you step through the luminous blue shrine gate, you will be confronted with a boss battle.

The “封” symbol displayed on the map indicate barriers that block the main road. In order to break through these barriers, you will need to procure a Demon Blade with the same color attribute from a boss enemy.

Mysterious glowing amulets nailed to a rotting tree stump indicate a Cave of Evil, in which powerful foes have been imprisoned. A warning: even though you may possess the blade required to remove a seal on one of these caves, the enemies inside may still be too powerful for you to handle, depending on your level.



On The Road

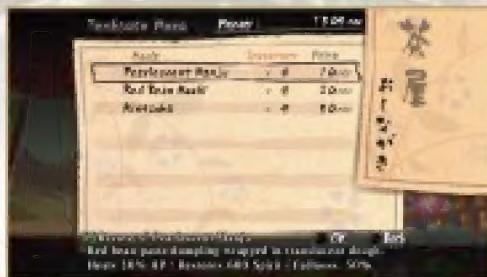
Peddlers

While on the road, you will encounter a number of different kinds of people, and by speaking with them you will be able to learn all sorts of useful things. Among your fellow travelers will be peddlers, from which you can buy various items, accessories, and foodstuffs.



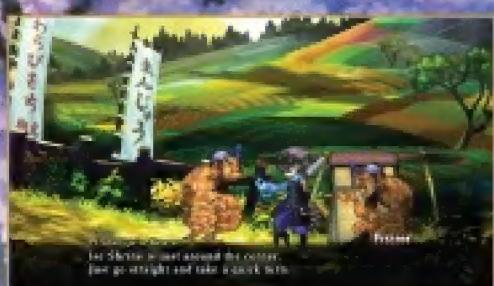
Restaurants / Tea Houses / Soba Shops

There are a number of eateries along the main road where you can sit down and enjoy a quality meal. Eating at restaurants will not only restore your health, but provide you with valuable Spiritual Energy. You will need a great amount of it in order to forge new blades, so be sure to have a meal whenever the opportunity presents itself. While in a restaurant, you can eat as much as you can afford to buy without having to worry about your Fullness gauge.



Palanquins / Boats

You journey will take you across a number of different provinces, and sometimes you will be required to return to a previously visited area. In these cases, your best bet will be to use one of the palanquins or boats available in various places. For 50 mon, the palanquin bearers will quickly whisk you to your chosen destination. As for boat fare, you may be able to talk the owner into transporting you for free. Once these services become available, their related icon will be displayed on the map. Also, when using a boat, you occasionally will come across an unexpected event or be asked to engage in a fishing mini-game, just for the halibut. If that happens, be sure not to flounder!



Houses / Wells / Apartments

There are a number of residents and wells that do not show up on the world map that can be entered and searched. In these places you might find valuable items or a treasure trove of Souls. However, you might also encounter an enemy ambush, so be sure to stay on your toes when trespassing.



Journey Essentials

Note 1

If the game becomes too challenging, select the "Legend" mode.

You can change the game's difficulty level through the "Settings" menu at any time. If you feel Chaos mode is a little beyond you or you're having a tough time with a particular boss, switch to the "Legend" play style and destroy all who stand before you! By clearing the game while in "Chaos", you will unlock a new, seriously challenging play mode, "Fury", in which your skills will be put to the ultimate test!

Note 2

Take advantage of the auxiliary effects of cooked dishes

Once you obtain a recipe book, you will be able to cook your own meals. In addition to the healing properties of food, some dishes bestow added effects such as increased attack power and defense. Be sure to take advantage of these status boosts when preparing to fight a powerful boss or entering one of the many Caves of Evil. But keep in mind that your Fullness gauge will increase as you eat, which may prevent you from using other types of food-based healing items. Therefore, be sure to have a number of healing herbs and whatnot on hand.

Note 3

Choose the appropriate accessory for the occasion

Some accessories bestow additional beneficial effects; some will increase your offensive and defensive capabilities while others will increase the experience points you earn in battle or protect you from status ailments. By pairing these with the bonuses that come from eating cooked food, you can significantly improve your character's ability to survive. Accessories can be purchased from peddlers, earned through battle, or found in random places. Also, the monsters that lurk in the Caves of Evil often possess powerful accessories, so you should make every attempt to defeat them and take what should rightfully be yours.

Note 4

Breaking through all of the barriers

Once you've finished with both of the main characters' stories, you will be able to share swords between the two protagonists. You will also be able to break through previously impenetrable barriers. In addition, you'll be able to travel between provinces via shrines, significantly reducing your travel time.

Note 5

Story Ending(s)

The ending of each character's story will vary depending on how many swords you have. Once you have obtained a key Demon Blade, try viewing a character's ending again. There are a number of Demon Blades that are hidden within the numerous Caves of Evil scattered throughout the country. Collect them all in order to unlock the ability to forge even more swords, and should you acquire the final blade, the most unexpected of fates may be bestowed upon the protagonist you're currently playing.

WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/In direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received,
including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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If you are experiencing problems or technical difficulties with this game, please contact us at (310) 212-6339 or email us at support@aksysgames.com. Our phone lines are open from 9:00am-4:30pm PST, Monday through Friday. Calls within the USA will be charged at local rates and calls from International countries will be charged at international rates.

*PLEASE NOTE: Aksys Games recommends that with any defective game, you first consult with the store from which you purchased the game on their return/exchange policies. If no exchange is possible, please contact Aksys Games directly.

For more information on this game,
please visit

<http://www.muramasarebirth.com>

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